

Why is it important to develop the new interactive children's books?

The purpose of the project is to improve traditional reading and linguistics learning methods by integrating modern technologies with illustrated interactive children books. The purpose is to encourage children to read good books, get to know different Nordic languages through interactive books and enjoy our cultural heritage.

The aim of this project was to create an innovative educational tool for language teaching, reading and spelling through play and fun. The program will enable students at different educational levels to actively participate in learning where education is entwined with interaction, providing enjoyment, motivation, and gratification. Our goal was to make an easy to use tool for publishing, proof the concept, and use interactive books in schools.

We wanted to create a media where children can; read illustrated books, where the program can read out aloud to them while they interact with the app in different languages, where they can answer questions from the content and get points for correct answers.

Our goal has been to encourage children to create their own books by keeping the system simple and at the same time so good that professional writers and publishers can work with it as well. Our solution makes it easy to publish books as quality apps to be used in teaching.

We wanted to create new opportunities for children. Learning by doing is our focus. Our goal is to make apps that encourage them to read and get familiar with good books, get to know new languages and enjoy our Nordic cultural heritage.

And why do so in an international/northern european partnership?

It had been a dream of mine for quite a while before we got a grant from Nordplus Horizontal that permitted us to start this development and we are thankful for the support this Nordic foundation granted us. We would not have started this project without this funding, of course in the end it has costed a whole lot more than we anticipated but it is worth it when we finally have in our hands this tool, which can really make a change in education and how children perceive literal culture.

The project took place in Iceland, Denmark, Faroe Islands and Latvia. Two books were created in Locatify's Book Content Management System (CMS), which was programmed specially for this project.

We are publishing two books in the app Goldworm, one is Sagan af Músamús written in Icelandic and published in Israel in Hebrew as well, Sigrún Birna Birnisdóttir is the author along with Moshe Okon, Sara Vilbergsdóttir is the illustrator, it is for children 2 to 8 years old. It was quite popular in Iceland about a little mouse, which is home alone for the first time and has to face its own fears. By it we have proven the concept of publishing book that has already been published as a regular book as an interactive

book. It is now published with sounds and reading in Danish, Faroese, Icelandic, Latvian and English.

The other book *Jólástelpan*, *Santagirl* in English had not been published before and the illustrations by Freydis Kristjansdottir were made in layers so items can be dragged around. This is a story I wrote many years ago about a little girl, which is trying to find the right Christmas spirit after her parents' divorce. We really hope children are going to enjoy the reading these book and that teachers will try them out in the classrooms in the different languages. They are both free to download.

[In your perspective – what do the different partners contribute with?](#)

[In what way will the interactive children's book be different that other products on the market?](#)

We are really excited about this project. We are a group of technicians, authors, professors, teachers and a publisher working together. We all used our experience to make a high quality product we are proud of. It is good to work with people from different Northern European countries, we have different views and have supported each other, and I think the project has gained a lot by this cooperation.

Educational value and the use of interactive books is studied for children in elementary schools in Iceland, Faroe Islands, and a school for children with learning difficulties in Latvia so we get different perspective.

Most children's books are only available on paper, some books are not published due to high cost, and fewer titles are on the market, as well can it be hard to find good old books.

It is a new way to introduce older books to children. We are privileged to have a great heritage of books from various Scandinavian writers. Our duty is to make this collection accessible to every new generation of children. To sit down and read a book is glorious adventure, as is it to have it read out loud by parents or an interactive book. By use of our program the books will continue to have a life of their own in a new form. It is a new way to introduce older books to children. Many good books are out of stock and will most likely never be printed again. By this affective technique these books can reach new and wider audience and can continue to influence new generations of children.

In some schools iPads have been bought for the students, still there is little educational material that has been made especially for this platform in Nordic languages. We want to use this medium to get to students with an emphasis on interactive Nordic audio books.

There are other companies that have been creating platforms for interactive books that are advanced but in order to use their programs you need to download their application to your computer, but ours is all Online and was created in HTML5. So a book can be created and published faster and it is easy to change the content if there is an error or you would for example like to add a question.

Our CMS is both for children who are writing books or school projects and for authors and publishers. In our app Goldworm there will be these two books I mentioned in one bookshelf, which everyone can see.

The children and teachers who will have access to the CMS will create their own books and when they press “Publish” they will get a voucher code. We have a different bookshelf in the Goldworm app for their books, when they use the voucher the book will appear for testing on their pad. A teacher with an admin account can approve of the book and then it can be published for the school and shared with those who have access to that bookshelf. So we are offering teachers a new tool, a new approach that has not been done before.

The CMS will be used to create books for other publisher and there is at least one book that will be published in another branded app before Christmas. We do also want to cooperate with publishers who want both to publish books and give children the possibility to create own books in another bookshelf, which is not public.

If we compare our product with other book creators for kids it can of course do the same as add images, text and audio, but we have it in many languages. What we offer extra is that text can be synchronized and highlighted with audio. Items can be moved around. And our focus is that on every page there can be a multiple choice questions which readers can get points for answering so they can be challenged from reading the book. We have a question bank and questions can be reused and shared with the teachers with admin accounts. There is also a space for placing a discussion material.

The question elements are also used in our other app for students the GPS treasure hunt game app TurfHunt, which can be played by teams or sole. It is a competitive game where challenges appear on the right location and student get scores when they answer correctly. It is also made in our CMS system by teachers and students and is quite popular in Norway and Iceland.

[What do the partnership hope to achieve making these books?](#)

We believe that in the future, with the growth of smart-devices use, this modern technology will become common to make educational material with game elements for different educational levels. We expect that with this tool many students will learn though play both by creating and using the material developed in this project.

We have created an educational tool for educators, publishers, authors and children. Interactive books are made by active learning. We hope the platform will be tried out by different educational institutions in language learning, readings, understanding of native language, and spelling, in various subjects to see how they can fit their purpose at each school level.

The books are published in partner’s native language and in English, they will be for use as base templates for creating more interactive books for teaching. Books will be developed for different target groups in the future. Emphasis will be on educating the students and encouraging them to create themselves as well.

The knowledge presented in the making of interactive books will spread through the community giving better understanding of the cultural value of children books and the importance of guarding the literary heritage.

Who are the books made for? Kindergardens, schools?

Sagan af Músamús is for children 2 to 8 years old. Santagirl is for 6-12 years old.